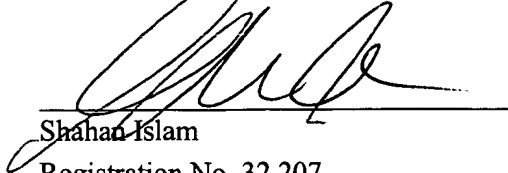This amendment is to be entered prior to any Office Action on the merits and all claims are presently believed to be allowable.

Respectfully submitted,
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APPENDIX – CLAIMS IN MARKED-UP FORM

3.(<u>Amended Twice</u>)   The prize awarding feature of claim [1 or] 2, wherein the console is arranged to play a main game, during which testing for the trigger condition will occur, and the feature outcome initiated by the trigger condition is the awarding of one or more feature games.

5.(<u>Amended Twice</u>)   The prize awarding feature as claimed in [any one of claims] claim [1 to] 4, wherein the trigger condition is determined by selecting a random number from a predetermined range of numbers to be associated with each main game, and allotting to the game a set of numbers selected from the predetermined range of numbers, the size of the set of allotted numbers being related to the wager bet on the respective game, and in the event that one of the numbers allotted to the game matches the randomly selected number, indicating that the trigger condition has occurred.

6.(<u>Amended Twice</u>)   The prize awarding feature as claimed in claim [5] <u>99</u>, wherein the step of allotting to the game a set of numbers is achieved by allotting to the game a number in the predetermined range of numbers such that the set of numbers is all numbers in the predetermined range less than or equal to the allotted number, the allotted number being proportional to the wager and in the event that the allotted number is greater than or equal to the randomly selected number, the trigger condition is indicated as having occurred.

7.(<u>Amended Twice</u>)   The prize awarding feature as claimed in claim 6, wherein the step of allotting to the game a set of numbers is achieved by allotting to the game a number in the predetermined range of numbers such that the set of numbers is all numbers in the predetermined range less than or equal to the allotted number, the allotted number being inversely proportional

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to the wager and in the event that the allotted number is [greater] <u>less</u> than or equal to the randomly selected number, [indicating that] the trigger condition is indicated as having occurred.

8.(<u>Amended Twice</u>)   The prize awarding feature of claim 5, wherein the predetermined random number range is related to the desired average turnover on the console between successive initiations of the feature game divided by the <u>unit of</u> credit value for that console.

17.(<u>Amended Twice</u>) The prize awarding feature as claimed in claim [14]<u>16</u>, wherein the feature game provides 3, 4, or 5, 6 or 16 pseudo-reels with 2, 3 or 4 different symbols on each reel and a jackpot is activated if after spinning the reels the same symbol appears on a win line of each reel.

18.(<u>Amended Twice</u>) The prize awarding feature as claimed in claim 16[or 17], wherein the symbols are of equal value and equally weighted on each reel.

20.(<u>Amended Twice</u>) The prize awarding feature as claimed in claim 5, wherein one or more gaming consoles are associated with a gaming system, <u>the gaming system comprising a gaming network to which</u> each of the gaming consoles [being], <u>is</u> connected [to a gaming network] and <u>each gaming console</u> including a signal output means arranged to produce an output signal in response to operation of the respective console, such that a central feature jackpot system connected to the network provides an incrementing jackpot pool which increases in response to signals from the connected consoles and [the] <u>when</u> a feature jackpot game <u>is</u> <u>played</u> on [each] <u>a</u> machine <u>the feature game results in a feature game outcome, wherein at least one of the possible game outcomes is an award</u> [awards] <u>of</u> a jackpot drawn from the jackpot pool.

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40.(Amended Twice) The prize awarding feature as claimed in [any one of claims] claim 23 [to 39], wherein one or more gaming consoles are associated with [the] a gaming system[,] comprising a gaming network to which each of the gaming consoles [which] is connected [to a gaming network] and each gaming console [includes] including signal output means arranged to produce an output signal in response to operation of the respective console, such that a central feature jackpot system connected to the network provides an incrementing jackpot pool which increases in response to signals from the connected consoles and [the] when a feature jackpot game is played on [each] a machine, the feature game results in a feature game outcome selected from a number of possible game outcomes, wherein at least one of the possible game outcomes is an award of [awards] a jackpot drawn from the jackpot pool.

81.(Amended Twice) A random prize awarding feature to selectively provide a feature outcome on a gaming console, the console being arranged to offer the feature outcome when a game has achieved a trigger condition, the console including trigger means arranged to test for the trigger condition and to initiate the feature outcome when the trigger condition occurs, [each console being arranged to play a main game during which testing for the trigger condition occurs, and wherein the feature outcome initiated by the trigger condition is the awarding of one or more feature games,] there being one or more gaming consoles associated with a gaming system, each of the gaming consoles being connected to a gaming network and including a signal output means arranged to produce an output signal in response to operation of the respective console, such that a central feature jackpot system connected to the network provides an incrementing jackpot pool which increases in response to signals from the connected consoles, each console being arranged to play a main game during which testing for the trigger condition occurs, and wherein the feature outcome initiated by the trigger condition is the awarding of one

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or more feature games, and [the] <u>when</u> a feature jackpot game <u>is played</u> on [each] <u>a</u> machine, <u>the</u>

<u>feature jackpot game results in a game outcome selected from a number of possible outcomes,</u>

<u>wherein at least one of the possible game outcomes is an award of</u> [awards] a jackpot drawn

from the jackpot pool.

90.(<u>Amended Twice</u>) A gaming system providing a progressive jackpot feature, and

including at least one gaming console having a [random] prize awarding feature to selectively

provide a feature outcome, the console being arranged to offer the feature outcome when a game

has achieved a trigger condition, and including trigger means arranged to test for the trigger

condition and to initiate the feature outcome when the trigger condition occurs, the console being

arranged to play a main game, during which testing for the trigger condition occurs, and wherein

the feature outcome initiated by the trigger condition is the awarding of one or more feature

games, the gaming console being connected to a gaming network and including a signal output

means arranged to produce an output signal in response to operation of the respective console,

such that the progressive jackpot feature is implemented using a central feature jackpot system

connected to the network to provide an incrementing jackpot pool which increases in response to

signals from each of the at least one connected consoles, and [each] when a feature jackpot game

is played on a machine, the feature jackpot game results in a game outcome selected from a

number of possible outcomes, wherein at least one of the possible game outcomes is an award of

[awards] a jackpot drawn from the jackpot pool.

91.(<u>Amended Twice</u>) The gaming system as claimed in claim 90, [or 103], wherein the

jackpot pool is incremented with each game played on each gaming console in the system.

94.(Amended Twice) The gaming system as claimed in [any one of claims] claim [90 to] 93 wherein the feature outcome is a simplified game having a higher probability of winning a major prize than in the main game.

97.(Amended Twice) The gaming system as claimed in claim [94] 95, wherein the symbols are of equal value and equally weighted on each reel.

98.(Amended Twice) The gaming system as claimed in claim [90] 95, wherein the prizes are of unequal value and the symbols have different weightings on at least one reel.

99.(New)   The prize awarding feature as claimed in claim 4, wherein the trigger condition is determined by selecting a random number from a predetermined range of numbers to be associated with each main game, and allotting to the game a set of numbers selected from the predetermined range of numbers, the size of the set of allotted numbers being mathematically related to the wager bet on the respective game, and in the event that one of the numbers allotted to the game matches the randomly selected number, indicating that the trigger condition has occurred.

100.(New)   The prize awarding feature as claimed in claim 20, wherein the jackpot game results in a game outcome selected from a number of possible game outcomes, wherein all of the possible game outcomes comprise an award of a jackpot drawn from the jackpot pool.

101.(New)   The prize awarding feature as claimed in claim 40, wherein the jackpot game results in a game outcome selected from a number of possible game outcomes, wherein all of the possible game outcomes comprise an award of a jackpot drawn from the jackpot pool.

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102.(New)   The prize awarding feature as claimed in claim 81, wherein the jackpot game results in a game outcome selected from one a number of possible game outcomes, wherein all of the possible game outcomes comprise an award of a jackpot drawn from the jackpot pool.

103.(New)   A gaming system providing a progressive jackpot feature, and including at least two gaming consoles wherein one console provides a game for play by a player which is mathematically different to the game of the other console, each console having a prize awarding feature to selectively provide a feature outcome, the console being arranged to offer the feature outcome when a game has achieved a trigger condition, and including trigger means arranged to test for the trigger condition and to initiate the feature outcome when the trigger condition occurs, the console being arranged to play a main game, during which testing for the trigger condition occurs, and wherein the feature outcome initiated by the trigger condition is the awarding of one or more feature games, the gaming console being connected to a gaming network and including a signal output means arranged to produce an output signal in response to operation of the respective console, such that the progressive jackpot feature is implemented using a central feature jackpot system connected to the network to provide an incrementing jackpot pool which increases in response to signals from each of the at least one connected consoles, and when a feature jackpot game is played on a machine, the feature jackpot game results in a game outcome selected from a number of possible game outcomes, wherein at least one of the possible game outcomes is an award of a jackpot prize drawn from the jackpot pool.

104.(New)   The prize awarding feature as claimed in claim 90, wherein the jackpot game results in a game outcome selected from a number of possible game outcomes, wherein all of the possible game outcomes comprise an award of a jackpot drawn from the jackpot pool.

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105. (New)   The prize awarding feature as claim in claim 103, wherein the jackpot game results in a game outcome selected from a number of possible game outcomes, wherein all of the possible outcomes comprise an award of a jackpot from the jackpot pool.